

DOs and DON'Ts in Developing In-House Industrial Hygiene Software

C. Chen, T. Lowe

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C. Chen, T. Lowe Lawrence Livermore National Laboratory Livermore, CA





Introduction



Is NOT!:

- Justification to design in-house or to procure commercial software product
- Justification for project resources
- Justification for Return on Investment
- The only process for software application design





Introduction (cont.)



Assumes:

- Management buy-in
- Justification and decision has been made to design in-house software application
- Adequate resources are available for software project lifecycle





Introduction (cont.)



- Historical Background
- Project Initiation
- Project Issues
- Software Implementation
- Software Tools
- Lessons Learned DOs and DON'Ts
- Summary





Historical Background



- STS <u>Sample Tracking System</u>
- First attempt to integrate multiple spreadsheets, databases and paper records to electronic records
- Records stored in multiple locations and formats
- Central file server, early 1990's technology







- STAR Phase I <u>Sample Tracking And Reports</u>
- To improve on the shortfalls of STS system
 - Add more data fields to the data entry screens
 - Add functionality to meet changing business needs







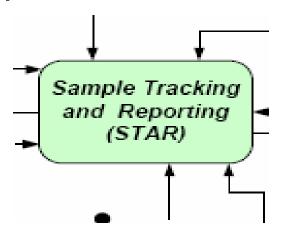
- To improve on the shortfalls of STS System (cont.)
 - Improve data entry integrity using validated lists
 - Add audit trail function to track entry and changes
 - Add system and data security







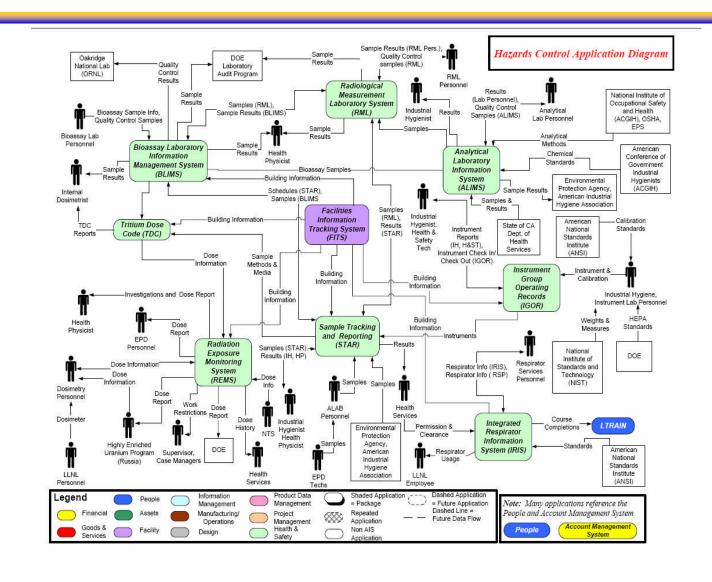
 Original project was a "stand alone" application that morphed into an integrated network of applications















Project Initiation



- Facilitated sessions where all stakeholders provided input in 8-hour sessions
- Consensus-driven, all the stakeholders got most of their needs met
- After 2 sessions, all "requirements" were gathered
- Programmers went away and created end product to meet requirements with very little interaction or feedback





Project Issues



- Institutional culture
 - No bottom line for \$\$\$ with dedicated programming staff versus job shop
 - Data owners did not want to distribute data electronically
 - Business requirements driven by audit findings
 - Did not have full management buy-in







- End user issues
 - Multiple management chains
 - No single authority for decision making or path for conflict resolution
 - No accountability
 - Minimum computer literacy level not defined
 - Availability of resources not consistently allocated
 - PCs vs Mac vs terminal servers (software, hardware and operating systems)
 - Personnel for participation in project development







- Requirements often not realistic and/or measurable
 - Ex. "Easy to use", "Intuitive"
- Led to different levels of expectations
- All requirements had same priority ranking
 - "must have", "should have" or "nice to have" were ranked with the same priority of importance
 - Majority of requirements were "nice to have"
 - "fantasy" because these were NEVER used by requesters
 - Technology was not available







- Stakeholders required data entry screens to use the "One size fits all" approach
 - Industrial Hygienist, Health Physicists, Health and Safety Technicians use the same screens
 - Various sampling types were entered using the same data entry screen
 - Strong resistance to have multiple screens with specific functional needs
 - Functionality requirements of each stakeholder were mutually exclusive
 - Ex. one data field required by one user would not function for any other user







- Lack of ownership of the application resulted in finger pointing when application had problems
- Data entry screens based on existing paper/manual formats
 - Inefficient use of screen capability
 - Users were accustomed to "scratch pad", lineout and write-in any changes in paper margin







- No requirements specified by stakeholders for data output
 - Part of culture was to enter "nice to have" data
 - Database was considered data storage
 - No thought was given to meaningful data retrieval
 - Data for reporting was hand-entered into personal spreadsheets, "This is my data and not for anyone else to see"





Software Implementation



- Hardware limitations
 - Due to high costs, desktop computers were not widely available
 - PCs, Macs and VAX/VMS terminals using central server technology
 - Developed to lowest common denominator (vt220 monitor)
- Software limitations
 - Terminal emulators for multiple OS platforms with multiple versions for each OS





Software Implementation (cont.)



- Affects on return on investment for hardware and software
 - Higher costs to support multiple hardware and software platforms
 - Need more support personnel with expertise
 - High costs for programmers to create a specific data entry screen for each platform and OS version
 - System migrations cannot be accomplished for legacy systems with unsupported hardware and software
 - Large resources required to test for each platform/OS version for a given screen
 - Often for a single user





Software Implementation (cont.)



- Lack of management buy-in
 - Testing had low participation
 - Participating testers got their needs
 - Users who opted not to test were most unhappy when software released for production user
 - Training was offered
 - When optional, few participated in training
 - When training was mandatory, complaints, selective comprehension usually had same result as optional training





Software Implementation (cont.)



- Software documentation
 - Documentation provided
 - Rarely used, most user "wing it"
 - Not enough resources to keep documentation current
- External data input and output
 - Analytical laboratories
 - Result reports
 - "paper form" model does not address electronic data processing, "free type" data entry not optimal for queries





Software Development Tools



- CASE Tools (<u>Computer Aided Software Engineering</u>)
 - Provided easy mechanism for multiple developers to keep same "look and feel" for each screen
 - Repository for documenting programming parameters for consistency





Lessons Learned – DOs and DON'Ts



- DON'T try to please everybody
 - Do use ranking system for requirements
- DO use K.I.S.S. philosophy
- DO have project manager
 - Knowledgeable about business requirements
 - To enable executive decisions when there are conflicting issues
 - Has trust of senior management and credibility with end users
- DO use formal project management methodology
 - Ex. IEEE





Lessons Learned – DOs and DON'Ts (cont.)



- DO consider external data input and output
 - DON'T design a "garbage in, garbage out" program
 - DO design database to provide structure for meaningful generic data retrieval (Ex. - reports)
- DO have minimum standards
 - DON'T have multiple hardware platforms
 - DO have common software
 - Browsers
 - Operating systems
 - Versions
 - DO have minimum computer literacy levels for end users





Lessons Learned – DOs and DON'Ts (cont.)



- DO have formal testing plan
 - DON'T release without documentation that acceptance criteria was met
 - DO follow standards for testing and documentation (Ex. IEEE, NQA-1, etc)
- DO have a training program in place
 - DON'T allow access to application to users that have not completed training program
 - DO keep training material updated





Lessons Learned – DOs and DON'Ts (cont.)



- DO apply Software Quality Assurance principles
- DO use formal documentation (Ex. IEEE standards for guidance)
 - DO document application requirements (data input, output usage and data sharing), also minimize "change orders"
 - DON'T perform maintenance requests without documentation
 - DO document "bug" fixes
 - DO perform verification and validation





Conclusion



- Old issues with development never go away, just return in different form
 - What is state of the art today is tomorrow's legacy
 - Address hardware and software issues
 - Provide adequate support personnel
 - Ensure management support level





Conclusion (cont.)



- Keep an open mind, anticipate issues
 - New applications merge with current applications
 - New business requirements may require modification of current software or migration to new system
- Remember and apply lessons learned
 - Don't "reinvent the wheel"





Questions



Chuck Chen 925-422-8098 chen2@llnl.gov

Tim Lowe 925-422-8430 tlowe@llnl.gov



